image than the brightened image and thus matching two precepts at slightly different points in time ~~(e.g. Purflich effect)~~;

g.) Stereoscopic images created by using a multiplicity of stacked display surfaces that vary slightly in distance to the viewer causing said viewer to perceived depth by virtue of the visual system seeing elements on said multiplicity of stacked display surfaces as positioned at different distances;

h) Stereoscopic display devices designed such that each eye is presented with a different image such that the left eye sees a left image and the right eye sees a right image, said display device created by use of optical components that direct each image to the eye that is intended to see that image ~~(e.g. virtual reality goggles)~~;

i) Any display device capable of inducing a stereoscopic illusion.

[c19]

The method of claim 17 wherein said object is projected on a stereoscopic image display

[c20]

The method of claim 19 wherein said stereoscopic image display comprises a periphery and said stereoscopic anti-pinning element is positioned in said periphery.

[c21]

The method of claim 17 where n stereoscopic anti-pinning methods are only employed when objects approach the border of the viewer's field of view.

[c22]

The method of claim 17, wherein said stereoscopic anti-pinning methods vary in intensity as objects approach the border of the viewer's field of view.

Abstract of Disclosure

[0036] [The perception of depth in human vision results from a variety of visual information. Spatial interpretation depends on a consistent interpretation of all types of visual information (e.g. retinal disparity, motion parallax, occlusion, etc.). Apparatus and methods are presented that suppress conflicts among conflicting visual information. In particular, occlusion conflicts ~~between occlusion~~ caused by